PLEASE **AMEND** THE CLAIMS AS FOLLOWS:

1. (Cancelled)

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)

19. (Cancelled)

20. (Previously Amended)A computer program product for managing execution of an application according to an application lifecycle, the computer program product comprising:

a computer-readable medium storing computer-readable instructions thereon, the computer-readable instructions including:

instructions for starting execution of the application such that the application enters an active state;

instructions for pausing the execution of the application such that the application enters the paused state;

instructions for terminating the application such that the application enters a destroyed state; and

an interface including a set of instructions that enable a process other than the application to initiate execution of the instructions for starting execution of the application, the instructions for pausing the execution of the application, and the instructions for terminating the application, wherein the interface comprises a stub adapted for calling the instructions for terminating the application, the stub being capable of accepting a parameter indicating that termination of the application is unconditional when the parameter is in a first state and conditional when the parameter is in a second state.

21. (Cancelled)

22. (Cancelled)

23. (Currently Amended) A computer program product for managing execution of an application according to an application lifecycle, the computer program product comprising:

a computer-readable medium storing computer-readable instructions thereon, the computer-readable instructions including:

instructions for communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

instructions for communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

~~The computer program product as recited in claim 21, further comprising:~~

instructions for obtaining information associated with a runtime environment of the application.

24. (Currently Amended) A computer program product for managing execution of an application according to an application lifecycle, the computer program product comprising:

a computer-readable medium storing computer-readable instructions thereon, the computer-readable instructions including:

instructions for communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

instructions for communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

~~The computer program product as recited in claim 21, further comprising:~~

an interface including a set of instructions that enable the application to initiate execution of the instructions for communicating that the application has decided to terminate and the instructions for communicating that the application has decided to pause its execution.

25. (Currently Amended) A computer program product for managing execution of an application according to an application lifecycle, the computer program product comprising:

a computer-readable medium storing computer-readable instructions thereon, the computer-readable instructions including:

instructions for communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

instructions for communicating that the application has decided to pause its execution and has entered the paused state from the active state;

instructions for communicating that the application wishes to resume execution and enter the active state from the paused state; and

~~The computer program product as recited in claim 22, further comprising:~~

an interface including a set of instructions that enable the application to initiate execution of the instructions for communicating that the application has decided to terminate, the instructions for communicating that the application has decided to pause its execution, and the instructions for communicating that the application wishes to resume execution and enter the active state from the paused state.

26. (Cancelled)

27. (Cancelled)

28. (Cancelled)

29. (Cancelled)

Please **ADD** the following claims:

30. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

means for starting execution of the application such that the application enters an active state;

means for pausing the execution of the application such that the application enters the paused state;

means for terminating the application such that the application enters a destroyed state; and

an interface including a set of instructions that enable a process other than the application to initiate the means for starting execution of the application, the means for pausing the execution of the application, and the means for terminating the application, wherein the interface comprises a stub adapted for initiating the means for terminating the application, the stub being capable of accepting a parameter indicating that termination of the application is unconditional when the parameter is in a first state and conditional when the parameter is in a second state.

31. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

a processor; and

a memory, at least one of the processor and the memory being adapted for:

starting execution of the application such that the application enters an active state;

pausing the execution of the application such that the application enters the paused state; and

terminating the application such that the application enters a destroyed state; and

an interface including a set of instructions that enable a process other than the application to initiate the starting execution of the application, the pausing the execution of the application, and the terminating the application, wherein the interface comprises a stub adapted for initiating the terminating the application, the stub being capable of accepting a parameter indicating that termination of the application is unconditional when the parameter is in a first state and conditional when the parameter is in a second state.

32. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

means for communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

mean for communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

means for obtaining information associated with a runtime environment of the application.

33. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

a processor; and

a memory, at least one of the processor and the memory being adapted for:

communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

obtaining information associated with a runtime environment of the application.

34. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

means for communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

means for communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

an interface including a set of instructions that enable the application to initiate the means for communicating that the application has decided to terminate and the means for communicating that the application has decided to pause its execution.

35. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

a processor; and

a memory, at least one of the processor and the memory being adapted for:

communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state; and

communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

an interface including a set of instructions that enable the application to initiate the communicating that the application has decided to terminate and the communicating that the application has decided to pause its execution.

36. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

means for communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

means for communicating that the application has decided to pause its execution and has entered the paused state from the active state;

means for communicating that the application wishes to resume execution and enter the active state from the paused state; and

means for enabling the application to initiate the means for communicating that the application has decided to terminate, the means for communicating that the application has decided to pause its execution, and the means for communicating that the application wishes to resume execution and enter the active state from the paused state.

37. (New) An apparatus for managing execution of an application according to an application lifecycle, comprising:

a processor; and

a memory, at least one of the processor and the memory being adapted for:

communicating that the application has decided to terminate and has entered a destroyed state from a loaded state, a paused state, or an active state;

communicating that the application has decided to pause its execution and has entered the paused state from the active state; and

communicating that the application wishes to resume execution and enter the active state from the paused state; and

an interface including a set of instructions that enable the application to initiate the communicating that the application has decided to terminate, the communicating that the application has decided to pause its execution, and the communicating that the application wishes to resume execution and enter the active state from the paused state.